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# MULTIMEDIA UNIVERSITY FINAL EXAMINATION

**TRIMESTER 3, 2017/2018** 

# TSE3351 – SOFTWARE EVOLUTION AND MAINTENANCE

(All sections / Groups)

4 JUNE 2018 9:00 am – 11:00 am (2 Hours)

Examiner 1 Signature:	•	
Examiner 2 Signature:	<del></del>	
Examiner 3 Signature: _		

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#### INSTRUCTIONS TO STUDENTS

- 1. This question paper consists of 10 printed pages (including cover page) with 4 Sections only.
- 2. Attempt ALL questions in SECTION A, SECTION B, SECTION C and SECTION D. The distribution of the marks for each question is given.
- 3. Please write all your answers **CLEARLY** in the specific answer box provided for each question. Submit this question paper at the end of the examination.

# Attempt ALL questions in SECTION A, B, C and D.

## Section A (12.5 marks)

Consider a loosely coupled architecture for e-coaching systems (LAES), which addresses the main design concerns of these systems and decouples the system structure from its behaviour. This strategy allows for addressing the design of these systems in an incremental way to obtain a flexible solution that can self-adapt its behavior during the coaching process. The proposed architecture also provides a guide for conceiving e-coaching systems and exploring the particular design concerns (persuasion, self-adaptation, personalization, reasoning, and diagnosing). This represents a first step toward a personal informatics theory that organizes, understands, and contextualizes the knowledge in this study domain, helping to address the study and modeling of these systems in a more affordable way.

Based on the above scenario, answer the following questions Q-A1 to Q-A5:

A1. How does a process of software evolution work for LAES?

(1 mark)

A2. What does software maintenance concerned with? Explain TWO reasons why is software maintenance important for the abovementioned LAES.

(1.5 + 2 marks)

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. Explain FOUR fa	actors (w	vith at leas	st an ex	ample f	or each f	actor) th	nat provide
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# Section B (12.5 marks)

At NASA's laboratory, the Mission Design and Navigation Software Group (MDN) has two critical systems in operation—a legacy navigation system and its replacement, the Monte system. These systems are in continual operation for most of NASA's deep-space missions. The development and maintenance of them is unquestionably critical to the success of those missions.

With over 800,000 lines of continually evolving code, NASA MDN does not know exactly what or when maintenance issues will surface. MDN must plan to resolve them in a timely manner. The reality is that MDN is continually faced with exceptionally tight resources and schedule constraints. It is impractical to have a standing army of qualified maintenance staff at the ready to attack bugs and implement system enhancements and adjustments on demand. With these constraints and the inherent uncertainty in the demand for maintenance, it is unimaginable how MDN could have successfully sustained Monte over the past 12 years without reliance on their data models and analytics.

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32. What are the Tage ontrol?	HREE main responsibilities of the	management in Monte chang
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b. Explain why the S TWO qualities invo	SPE classification living this SPE cla	scheme is useful in	n software evolu	tion. What a
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. Explain TWO facting a novel approach	tors that prevent such as Microsof	NASA MDN to to to Visual Studio 201	undertake doma 7 platform.	
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Section C (12.5 marks)
Cla. Describe the FOUR stages representation of the spiral model of the development process.
(2 marks)
C1b. Draw the diagram to show THREE spiral cycles, indicating the production process.
On each of the THREE spiral cycle line, label the FOUR stages to represent as quadrants
for Cycle 1-a, 1-b, 1-c, 1-d; Cycle 2-a, 2-b, 2-c, 2-d; and Cycle 3-a, 3-b, 3-c, and 3-d.  (3 marks)
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product may be necessary. Explain why		(2 marks
23. There are four types of software	change Define each of the	following coffwar
change.	change. Define each of the	o lonowing softwar
C3a. Corrective change.		
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C3b. Adaptive change.		(0 5 mayles
		(0.5 marks
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C3c. Perfective change.		•
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C4. Draw a diagram to show the potential relationships between the different types software changes as mentioned in Question C3 above.  (3 man	C3d. Preventive change.			
software changes as mentioned in Question C3 above.  (3 may)				(1 mark)
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## Section D (12.5 marks)

Consider a Wise Development Suite (WDS), where human-machine interaction in system engineering relies mostly on a one-way initiative: the humans instruct or query the computer, while the computer makes an effort to understand and do what the humans had in mind. Moreover, the competencies of the computer are presently more limited than those applied by humans when planning new systems or discussing development tasks. In the future, the WDS will initiate actions and suggestions based on deep knowledge and understanding of a broader range of goals and constraints than is possible today; covering knowledge that is not captured in the specification or code of the system at hand but, rather, comes from domain expertise or general world knowledge and human experience.

The creation of a powerful initial WDS is based on three main cornerstones:

- collecting, representing, and structuring knowledge about systems and problem domains through a common formalism (CF);
- conducting human-computer discourse about systems in natural and appealing ways through a special interaction language (IL); and
- rigorously analyzing and drawing conclusions from these knowledge items and interactions using a dedicated analysis engine (AE).

Based on the above scenario, answer the following questions Q-D1 to Q-D4:

D1. Explain FIVE guidelin	es in producing go	od software too	ls documentati	on for WDS. (5 marks)
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	examples that we can measure the WDS software tool. (2.5 mar
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D3. Explain FOUR difficul	ties that you would expect in the context of WDS softw
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04. Provide SIX benefits tha	at can be derived from WDS software reuse.
	(3 mar)
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